21st century folk tale

a character building experience

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Doris who?

- exploring experiences / roles since...forever
- literature, film & theatre background
- PhD in Linguistics and Interactive Systems
- Post Doc at MIT 2006-2010
- now: Ass. Prof. for game design at DePaul
- Games & the human condition; Metaphors
Allen Turner

- storyteller since childhood
- community activist
- 15 years videogame industry experience
- DePaul game design instructor
- current project: Ehdrighor: The Roleplaying Game
- general: games that tell stories and let you explore traditions and culture.
imagine

explore

learn

play
DreamWalk: explores the process of personal transformation
character development, traditionally
RPG, D&D vs. DreamWalk
design pillar 1. metaphorical approach

- “For poetry at its source involves a metaphor of healing, & metaphor at its source implies an act of transformation.” (Jerome Rothenberg, 1990, Shaking the Pumpkin)
Design Pillar II: Storytelling tool

- DreamWalk aims to foster storytelling rather than min-maxing and number crunching.
design pillar III: modular structure

- gamespace: tiles, seasons, dwellers, deeds, transitions
- quests: who, what, where, when?
- character profile
- Maelstrom
potential to
re-frame, re-skin, re-order

- enabled by metaphorical structure
- storytelling mechanics
- modular design
metaphors
gameworld:

emotional landscape, structured by seasons
avatar set-up
avatar set-up
I avoid judgement
flaws
avatar set-up

I avoid judgement

flaws

I get carried away
avatar set-up

I avoid judgement

I get carried away

I have a short temper

flaws
avatar set-up

I avoid judgement
I get carried away

I have a short temper
I have no roots

flaws
avatar set-up

I avoid judgement
I have a short temper

I get carried away
I have no roots

flaws

air
fire

water
earth
3 virtues
hands-on
Resource: Essence
Resource: Essence

madness bliss
convert essence
Maelstrom
Soul Maelstrom
Maelstrom:
spreading Madness
the Goal: “walk the red road”

• overcome your individual flaw

• face the maelstrom together with other players, to bring balance back to the world
storytelling & modular design
when, what, where, how?
The Garden

Spring  

Autumn

Summer

Winter
The Garden

The Maiden

Spring □
Maiden 0
Summer ▢
Valkyrie 1
Autumn □
Mother 1
Winter ▢
Crone 2

Helps: The Child, Hero, Fool
Hinders: Beast, Deceiver, Illusionist
Location

2
Location

Dweller
Struggles

![Help LOVE](image)
Struggles

HELP

LOVE

HINDER

ESCAPE
You tell us what it is you need to do. The Dweller’s point us in the right direction but it is up to us to choose how, when, and why to act.
<table>
<thead>
<tr>
<th>Struggle</th>
<th>Value</th>
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<tbody>
<tr>
<td>Mythic</td>
<td>+10</td>
</tr>
<tr>
<td>Myraculous</td>
<td>+09</td>
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<tr>
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<td>+08</td>
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<tr>
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<td>+07</td>
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<td>+05</td>
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<td>+04</td>
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<tr>
<td>Incredible</td>
<td>+03</td>
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<tr>
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<tr>
<td>Common</td>
<td>+01</td>
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<tr>
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<td>-03</td>
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<tr>
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</table>
Friends

Virtues

Complications/Flaws
full essence
With Great Power...
transforming metaphors & appropriation

EMOTIONAL LANDSCAPE

- futuristic
- fantasy
- steampunk
- goth

insert theme here
transforming metaphors & appropriation

EMOTIONAL LANDSCAPE

- high school
- family
- “the streets”
- corporate world

insert theme here
transforming metaphors & appropriation

EMOTIONAL LANDSCAPE

futuristic → family
fantasy → high school
steampunk → corporate world
goth → “the streets”

insert theme here
transforming metaphors

EMOTIONAL LANDSCAPE

fantasy
steampunk
goth
insert theme here

CHARACTERS
futuristic → cyborgs → data

ESSENCE
MAELSTROM
disconnection
CREEPERS
anxiety
contexts and applications

- just for fun
- with family, friends
- to enjoy telling stories, discovering new adventures and challenging each other's imagination and creativity
contexts and applications

- therapy
- facilitated play
- fictional setting appropriate to experienced challenges
- game as conversation starter & to explore specific situations and issues
contexts and applications

- play for contemplation
- game as object to think with
- Tarot-like aspects: sense-making tool
spurring imagination through
Q&A

potential to appropriate?

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